

WHAT IS CLAIMED IS:

1. A method of generating display indicia on a gaming machine in synchronization with an adjacent gaming machine, the gaming machine including a display, an emitter, and a sensor, the method comprising:

5 detecting a first signal from the adjacent machine at the sensor; and
 in response to the first signal, generating the display indicia on the display and
 emitting a second signal from the emitter.

2. The method of claim 1, further including:

10 detecting a game-related event in a game executed on the machine; and
 in response to the game-related event, emitting the second signal from the
 emitter.

3. The method of claim 2, further including in response to the game-related
15 event, generating other display indicia on the display.

4. The method of claim 2, wherein the game-related event is a bonus feature.

5. The method of claim 1, wherein the display includes a plurality of lamps, and
20 wherein the step of generating the display indicia includes sequentially flashing the
 lamps.

6. The method of claim 1, wherein the first and signals are light signals, the
 emitter being a light, the sensor being a photo sensor.

25 7. The method of claim 1, wherein the display includes a video display, and
 wherein the step of generating the display indicia includes displaying an image of a
 moving object.

8. The method of claim 1, wherein the first signal from the adjacent machine is emitted from an emitter on the adjacent machine, the sensor being proximate to the emitter on the adjacent machine.

5 9. A method of synchronizing display indicia on a plurality of gaming machines including respective displays, the method comprising:

emitting a first signal from an emitter on a first of the machines;
detecting the first signal at a sensor on a second of the machines adjacent to
the first of the machines, the sensor on the second of the machines
10 being proximate to the emitter on the first of the machines; and
in response to detecting the first signal, generating display indicia on the
display of the second of the machines and emitting a second signal
from an emitter on the second of the machines.

15 10. The method of claim 9, further including:

detecting the second signal at a sensor on a third of the machines adjacent to
the second of the machines, the sensor on the third of the machines
being proximate to the emitter on the second of the machines; and
in response to detecting the second signal, generating display indicia on the
20 display of the third of the machines.

11. A gaming machine for generating display indicia in synchronization with an adjacent gaming machine, the machine comprising:

25 a display;
an emitter;
a sensor for detecting a first signal from the adjacent machine; and
means, responsive to the first signal, for generating the display indicia on the
display and emitting a second signal from the emitter.

30 12. The machine of claim 11, further including means, responsive to a game-related event in a game executed on the machine, for emitting the second signal from the emitter.

13. The machine of claim 12, further including means, responsive to the game-related event, for generating other display indicia on the display.

5 14. The machine of claim 12, wherein the game-related event is a bonus feature.

15. The machine of claim 11, wherein the display includes a plurality of lamps, and wherein the generated display indicia include sequential flashing of the lamps.

10 16. The machine of claim 11, wherein the first and signals are light signals, the emitter being a light, the sensor being a photo sensor.

17. The machine of claim 11, wherein the display includes a video display, and wherein the generated display indicia include an image of a moving object.

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18. The machine of claim 11, wherein the first signal from the adjacent machine is emitted from an emitter on the adjacent machine, the sensor being proximate to the emitter on the adjacent machine.